

2 CREATURES

CLYDE RADCLIFFE IN TORTURE TROUBLE



LOADING INSTRUCTIONS

DISK VERSION:

Insert disk side A and type
LOAD "*" ,8,1 (RETURN)
Creatures 2 will now load
automatically.

Creatures 2 is a multiloader
game, follow on-screen
instructions to play.

CASSETTE VERSION:

Insert tape into tape
player making sure it's
rewound on side A. While
holding down the **SHIFT**
key, press **RUN /STOP**.
When the screen prompts
you, press play on your
player.

Creatures 2 is a multiloader
game, follow on-screen
instructions to play.

Life has been rather peaceful for the **Fuzzy Wuzzy** clan ever since **Clyde Radcliffe** disposed of the island's resident **Demons** who had kidnapped his best friends. Their torture devices were no match for the might of Clyde and his flamebreath.

Clyde had since settled down with **Bonnie**, a very attractive Fuzzette who fell for him at one of the many 'fuzzy raves'. After several trips to the cabbage patch, they were the proud parents of no less than nine cute little fuzzies. Life was just perfect... or was it?

Unbeknown to them, the land they discovered a few years ago and named '**The Hippest Place in the Known Universe**' consisted of not one but three islands. The few surviving Demons fled to these islands and began to construct bigger, better, and more ghastly torture chambers — they wanted revenge.

The Demons decided to strike during the Radcliffe's annual trip to the beach, and while Clyde and Bonnie were 'walking' in the sand dunes, the sadistic Demons mercilessly swiped their helpless kiddies. When Clyde returned, his children were gone — the only thing left on the beach was a tiny pair of luminous Bermuda shorts.

On their way back to the village they found **Chaz** lying on the ground, bleeding and out of breath. He told them about the Demons, the new torture chambers, and that everyone in the village was gone. Chaz drew one last breath, closed his soft, pink eyes, and died. A tear ran down Bonnie's face, and Clyde felt a lump in his throat — he knew what he had to do.

GAMEPLAY

The game is set across the 3 islands which make up 'The Hippest Place in the Known Universe', each island in turn contains 6 separate stages; 2 Torture screens, 2 Interlude screens, a Demon section, and finally the Island Hopping section.

TORTURE SCREENS

Here Clyde must rescue one of his captured kiddies, using the available

on-screen objects and devices. Certain creatures, when destroyed, will leave behind a **Magic Potion** (stolen from the **Witches Hut**). When collected, this potion adds a particular weapon to Clyde's current selection.

INTERLUDE SCREENS

For these sections Clyde teams up with the Fuzzy rescued from the previous Torture Screen, their aim being to bounce a designated amount of Fuzzy Wuzzies to safety. Careful '**fuzzy bouncing**' can be used to collect **BONUS** coins — a bonus life is awarded for every 5 collected.

DEMON SCREENS

Once Clyde has completed the first four stages of an island he is nabbed by the Demons and imprisoned. To escape he must destroy his captors by bombarding them with **Bugs** which must be kicked under the **Acme Vacuum Machines**.

ISLAND HOPPIN'

When Clyde has completed an island, he must take his rescued children to the next island. As Clyde is the only one equipped with scuba gear he must carry his offspring across the water. However, Clyde's path may be blocked by smaller islands. The fuzzies must be deposited on the lefthand side of the islands and collected from the right. Again there are **BONUS** coins for him to collect. Note: If a fuzzy is left too long treading water he will drown!

HIDDEN BONUS ROOMS

Situated on certain Torture Screens are **Hidden Bonus Rooms**. Clyde can only obtain access to these at certain points and at certain times within each Torture Screen. Once inside, Clyde must collect as many '**bonus creatures**' as he can, in as little time as possible. To go into the next room simply fall off the bottom of the screen. Note: Only collect the nodding, smiling creatures. If any other creatures are touched, Clyde will automatically leave the Bonus Room.



THE CREDITS

Game conceived and created by
**APEX COMPUTER
PRODUCTIONS**

Programmed by
**John "Tequila King"
ROWLANDS**

Graphics, music and SFX by
STEVE "Kid Lucky" ROWLANDS

With bodacious acknowledgment to:

Dave "16 Valve-less" **Birch**
(loadsahype); **Andy** "Mr. Silk" **Smith**
& **Andy** "and for my next trick"
Roberts (handywork (work by
Andys'); **Rob** "Mr. Quazar" **Ellis**
(SFX software); **Tracy** "Brandy
Queen" **Matheussen** (fiancée/gofer);
Sandra "one track mind" **Boe** (moral
(immoral?) support); **François**
"myroundaphobia" **Mertil** (unused
ideas).

This game is
dedicated to Chaz
and the dozens of
Stunt-Fuzzies who
gave their lives
— they will never
be forgotten.

CONTROL

IN GAME

Run Stop — Pause (move joystick to resume)
Q (from pause) — quit

TORTURE SCREENS

R (from pause) — Restart Torture Screen (one life will be lost)
Pushing **UP** makes Clyde jump, **LEFT/RIGHT** makes Clyde walk left and right.
When **FIRE** is pressed, Clyde will fire using the current weapon. If **FIRE** is held down for a second and then released, Clyde's flame breath will be activated.
Pulling **DOWN** then pressing **FIRE** will bring up the weapons tablet. Keeping **FIRE** depressed, **LEFT/RIGHT** can be used to select a weapon — release **FIRE** when the desired weapon is highlighted.

INTERLUDE SCREENS

Pushing **LEFT/RIGHT** will move Clyde and his kid left/right.
With **FIRE** held down, **LEFT/RIGHT** can be used to tilt the trampoline left and right. If a Fuzzy is bouncing to the left, tilting the trampoline to the right will cause him to bounce straight up. If the trampoline was tilted to the left, however, the Fuzzy would be catapulted twice as far as usual.

DEMON SCREENS

Pushing **LEFT/RIGHT** will move Clyde left/right.
Pushing **UP/DOWN** will move the selected exhaust port up and down. This is where any bugs that have been sucked up will be launched from.
When **FIRE** is pressed Clyde will kick.

ISLAND HOPPIN'

Pushing **UP, DOWN, LEFT** and **RIGHT** makes Clyde swim up, down, left and right respectively.
To collect a fuzzy from the beach or an island edge, pull left to touch the land making sure Clyde is at the top of the water.
To deposit a fuzzy onto an island or the beach, pull right towards the land again making sure Clyde is at the top of the water.
Once a fuzzy is deposited on an island, pressing **FIRE** will make him run to the other side where he will wait to be collected.

HIDDEN BONUS ROOMS

Pushing **UP** makes Clyde jump, **LEFT/RIGHT** makes Clyde walk left and right.



In the improbable event of this product being faulty, please return it to the original place of purchase.

Audiovisual concept, label and program

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